

# ANDREW CHAN

## SOFTWARE ENGINEER

### CONTACT

✉ hello@andrewchan.dev

### SKILLS

Python  
Go  
OpenAI  
Anthropic  
Django  
React.js  
graphql  
gRPC  
PostgreSQL  
AWS + GCP

### EDUCATION

University of Waterloo  
Computer Engineering

### OTHERS

#### AI storytelling platform

- <https://fiction.party>
- Developed a platform for writing stories with AI-powered world exploration
- Ruby on Rails backend with React frontend
- Chatbot powered by OpenAI chat and embeddings apis

#### Discord chatbot game

- Developed a game played through a Discord bot using Python with combat, stats, items and shops
- Managed hosting, uptime, database, logging
- Iterated based on feedback from players
- 50 active players, 2 servers

#### Serverless air quality data aggregation

- Designed and prototyped a AWS-backed service, paired with an air quality sensor and Android app
- Serverless architecture with a combination of AWS Lambda and DynamoDB.
- Aggregated location and air quality data displayed through a heatmap UI on an Android app

### PROFILE

Senior Software Engineer with expertise in designing scalable distributed systems and AI-powered applications. Proven ability to deliver measurable impact across real estate, decarbonization, fintech, gaming, and marketplace platforms, with experience leading projects from prototype to production.

### WORK EXPERIENCE

#### Cambio

Remote Jun '24 - Current

##### Senior Software Engineer

- Built an automated system using LLMs to classify engineering documents, saving building engineers 30 minutes of manual work per building
- Designed and developed a benchmarking framework for prompt-tuning AI workflows, increasing accuracy by 20%
- Implemented precomputing pipeline for metrics, reducing dashboard load times from 20s to 100ms
- *Technical Environment: Python, AI/LLMs, Django, Typescript, React, PostgreSQL, AWS*

#### Stripe

##### Software Engineer

Remote Apr '22 - Sep '22

- Worked with team to design and plan rollout of system for managing currency exposure. The completed system would reduce risk from unnecessary currency exposure and enable new business options resulting in lower internal costs for cross-currency transactions
- Created data visualizations unblocking financial risk managers and giving them the ability to manually intervene and manage forex exposure
- *Technical Environment: Ruby, Java, Kafka*

#### ResQ

##### Software Engineer → Senior Software Engineer

Toronto, CA Oct '20 - Mar '22

- Drove transition of our restaurant-vendor marketplace from manual to automatic dispatch. Worked with repair domain experts to create a taxonomy of restaurant and equipment maintenance problems. Designed modular system for matching, optimizing and dispatching vendors. Increased automatic matching for repair requests from 10% to 60%.
- Designed and implemented a new notification system to allow granular configuration of notifications. Enabled users to configure their own notification preferences, reducing load on our support team.
- *Technical Environment: Python, Django, React, graphql, PostgreSQL AWS*

#### Improbable

##### Software Engineer

London, UK Sep '17 - Sep '20

- Designed and drove the delivery of new gRPC service to enable player authentication to our platform for games in early-stage development. Service is now being consumed by feature Improbable products and external game developers.
- Developed a playtesting tool to tackle problem of transferring large game clients to many playtesters. Resulted in 85% reduction in download time of clients for playtesters.
- Loadtested and scaled up our platform for game launches. Resulted in 20x increase in capacity for live game deployments.
- *Technical Environment: Golang, gRPC, Kubernetes, Google Cloud Platform, AWS, PostgreSQL*